

THE AGENTS^{LITE}

You work for a government agency dealing with paranormal activities, aliens, mutants...

The GM chooses a **threat** with an **objective** and describe you situations in which you're involved.
Tell what you do in response.

If your action involves danger, adversity, uncertainty or chance, roll 2d6.

- Add +1 for each relevant circled **trait** and **skill** (max +3).
- Add from +2 to -2 depending on difficulty.

10+ : You succeed...

7-9 : ...but GM also makes a **soft move** :

- ➔ Show signs of future badness, reveal unwelcome truth, show consequences or conditions.

6- : You fail and GM makes a **hard move** :

- ➔ Put someone in a spot, turn their move back on them, separate them, harm them.

You start the game with two **fate tokens**.

Use one to reroll a die, negotiate something with the GM, avoid death.

GM gives you **conditions** depending on the fiction or on a move (ex. harm them). Conditions can be anything (drunk, stressed, broken arm, in love...). Characters recover according to fiction (rest, healing, psychotherapy...).

Threats

Aliens, occult group, other agency, monster.

Objectives

Human subjects, mysterious place or artefact, monstrous creature, hidden secret.

Chose name

Circle your best trait



Circle five skills



Conditions